LION EL'JONSON

415 PTS

M	T	Sv	W	LD	OC
8"	10	2+	16	5+	4

INVULNERABLE SAVE 3+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Arma Luminis - bolt CLOSE-QUARTERS	18"	4	2+	6	-2	2
➤ Arma Luminis - plasma CLOSE-QUARTERS	18"	2	2+	10	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
➤ Fealty - strike LETHAL HITS	Melee	8	2+	12	-4	4
➤ Fealty - sweep CLEAVE 2 SUSTAINED HITS 1	Melee	12	2+	6	-3	2

ABILITIES

Dark Angels Bodyguard
While this unit is within 3" of a friendly Dark Angels Infantry unit, this unit has Lone Operative.

Master Strategist
In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase, in addition to any other combat doctrine.

Primarch of the First Legion
At the start of your Command phase, select two Primarch of the First Legion abilities. Until the start of your next Command phase, this model has those abilities.

The Emperor's Shield
Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

The Watchers
This unit has Feel No Pain 4+ against psychic attacks and mortal wounds.

PRIMARCH OF THE FIRST LEGION

Mist-wreathed Shadow Realms
In your Command phase, if this unit is unengaged, you can use this ability. If you do:

- Place this unit in strategic reserves.

- This unit can make an ingress move in your next Movement phase (including in your first turn).

Martial Exemplar [Aura]
While a friendly Dark Angels unit is within 6" of this unit, that unit's melee attacks can:

- Re-roll hit rolls of 1.

- Re-roll wound rolls of 1.

No Hiding From the Watchers
While a friendly Dark Angels unit is within 6" of this unit, that unit has Feel No Pain 5+ against psychic attacks and mortal wounds.

AUFSTELLUNG

1x Lion El'Jonson (60mm)

Equipped with: ➤ Arma Luminis - bolt, ➤ Arma Luminis - plasma, ➤ Fealty - strike, ➤ Fealty - sweep

KEYWORDS: Character, Epic Hero, Monster, Imperium, Primarch, Lion El'Jonson, Mobile
FACTION KEYWORDS: Dark Angels, Adeptus Astartes

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WEAPON ABILITIES

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist
At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Fights First
While every model in a unit has this ability, that unit is a Fights First unit.

See the Resolve Fights First Combats step in the Fight phase (12.04).

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